```
/*
        GOPIKRISHNA V
        S3 CSE A
        52
*/
#include <stdio.h>
#include <stdlib.h>
#define max 10
int arr[max];
int isempty = 1;
void insert()
{
  int item, key, i;
  printf("Enter the element = ");
  scanf("%d", &item);
  key = item % 10;
  if (arr[key] == -1)
  {
    arr[key] = item;
    isempty = 0;
  }
  else
    for (i = key + 1; i < max; i++)
      if (arr[i] == -1)
       {
         arr[i] = item;
         isempty = 0;
         break;
       }
    }
```

```
}
}
void EmptyTable()
{
  int i;
  for (i = 0; i < max; i++)
  {
    arr[i] = -1;
  }
}
void display()
{
  int i;
  if (isempty)
  {
    printf("Table Empty\n");
  }
  else
  {
    for (i = 0; i < max; i++)
    {
      if (arr[i] != -1)
         printf("[%d] ", arr[i]);
      }
       else
      {
         printf("[NULL] ");
      }
    }
  }
```

```
printf("\n");
}
void search()
{
  int key, i, found = 0;
  printf("Enter the element to be seached = ");
  scanf("%d", &key);
  for (i = 0; i < max; i++)
  {
    if (key == arr[i])
    {
      found = 1;
       printf("Element found at %d th position\n", i+1);
      break;
    }
  }
  if (found == 0)
  {
    printf("Element not found\n");
  }
}
void main()
{
  int ch;
  EmptyTable();
  start:
  printf(" \n### MENU ###");
  printf("\n1.Insert");
  printf("\n2.Display");
  printf("\n3.Search");
  printf("\n4.Exit\n");
```

```
printf("Choice >>> ");
  scanf("%d", &ch);
  switch(ch)
  {
    case 1:insert();
      break;
    case 2:display();
       break;
    case 3:search();
       break;
    case 4:exit(0);
       break;
    default:printf("Wrong Input\n");
  }
  goto start;
}
```

OUTPUT

```
ubuntı
administrator@administrator-HCL-Desktop:~/gopikrishna$ gedit hashing.c
administrator@administrator-HCL-Desktop:~/gopikrishna$ gcc hashing.c
administrator@administrator-HCL-Desktop:~/gopikrishna$ ./a.out
### MENU ###
1.Insert
2.Display
3.Search
4.Exit
Choice >>> 1
Enter the element = 5
### MENU ###
1.Insert
2.Display
4.Exit
Choice >>> 1
Enter the element = 10
### MENU ###
1.Insert
2.Display
3.Search
4.Exit
Choice >>> 1
Enter the element = 15
### MENU ###
1.Insert
2.Display
3.Search
4.Exit
Choice >>> 1
Enter the element = 3
```

```
Enter the element = 3

### MENU ###

1.Insert

2.Display
3.Search
4.Exit
Choice >>> 1
Enter the element = 6

### MENU ###

1.Insert

2.Display
3.Search
4.Exit
Choice >>> 1
Enter the element = 9

### MENU ###

1.Insert

2.Display
3.Search
4.Exit
Choice >>> 2
[10] [NULL] [NULL] [3] [NULL] [5] [15] [6] [NULL] [9]

### MENU ###

1.Insert

2.Display
3.Search
4.Exit
Choice >>> 2
[10] [NULL] [NULL] [3] [NULL] [5] [15] [6] [NULL] [9]

### MENU ###

1.Insert

2.Display
3.Search
4.Exit
Choice >>> 3
Enter the element to be seached = 3
Element found at 4 th position

### MENU ###

1.Insert

2.Display
3.Search
4.Exit
Choice >>> 3
Enter the element to be seached = 3
Element found at 4 th position
```